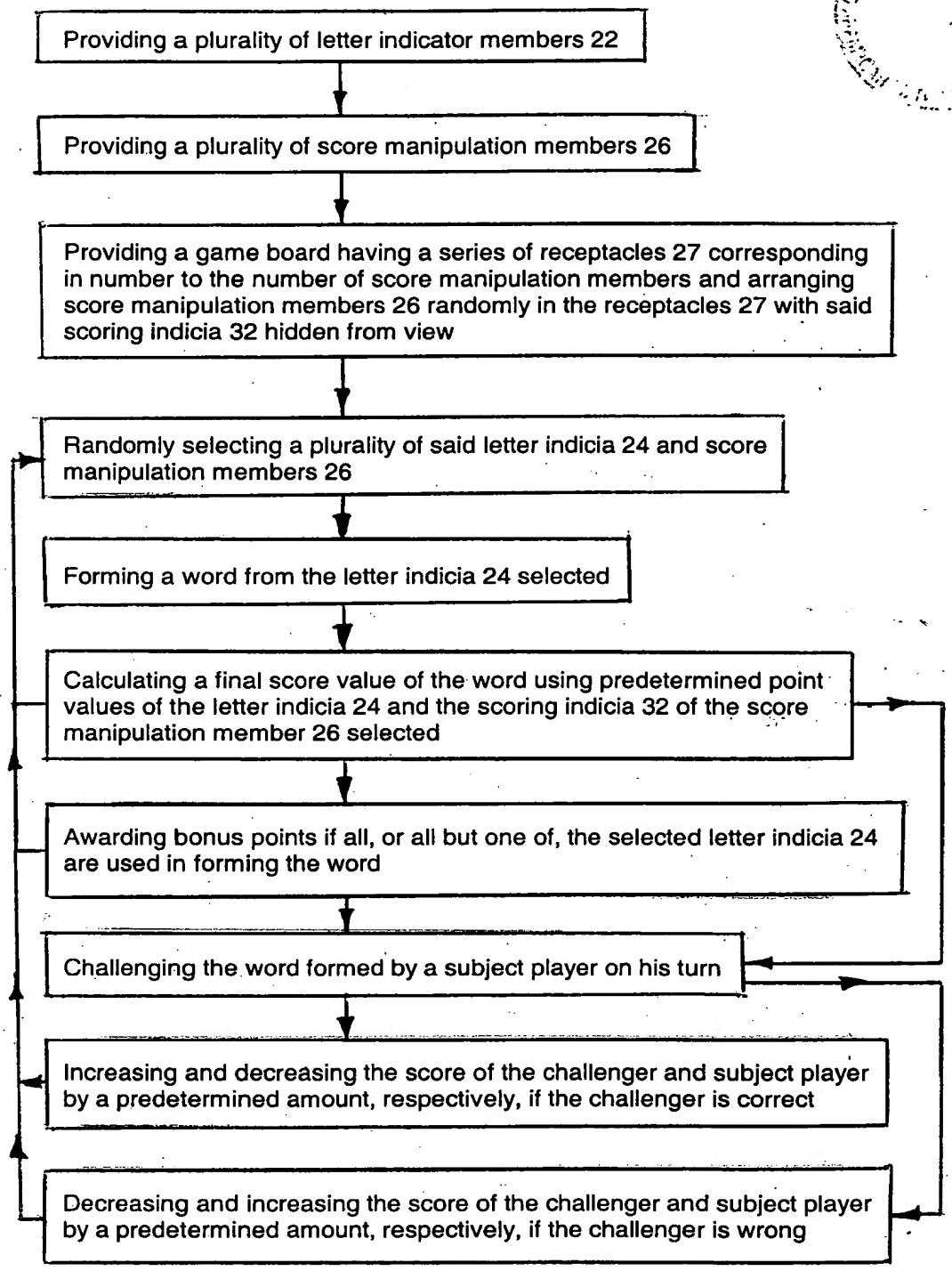
Providing a plurality of letter indicator members 22
Providing a plurality of score manipulation members 26
Providing a game board having a series of receptacles 27 corresponding in number to the number of score manipulation members and arranging score manipulation members 26 randomly in the receptacles 27 with said scoring indicia 32 hidden from view
Randomly selecting a plurality of said letter indicia 24 and score manipulation members 26
Forming a word from the letter indicia 24 selected
Calculating a final score value of the word using predetermined point values of the letter indicia 24 and the scoring indicia 32 of the score manipulation member 26 selected
Awarding bonus points if all, or all but one of, the selected letter indicia 24 are used in forming the word
Challenging the word formed by a subject player on his turn
Increasing and decreasing the score of the challenger and subject player by a predetermined amount, respectively, if the challenger is correct
Decreasing and increasing the score of the challenger and subject player by a predetermined amount, respectively, if the challenger is wrong

FIG. 5